**Learning Aim C - Create and Review Storyboards for Digital Creative Media Production – Video Game**

**Proposal**

In learning aim B, I created many storyboards and explored a different range throughout including: Animation, Comic book, moving image, video game and theatre. Exploring these different storyboards enabled me to experiment with different formats and aesthetics. Out of all the storyboards I want to carry out and develop the video game.

I like the video game production because the panes are the same size throughout and allow me to highlight important information like the iconography and mise en scene, unlike the comic book has varied sizes of panes but the majority of them are smaller boxes which don't allow me to add as much detail like the video game production does. For the video game production the aspect ratio will be 16:9 because this is the generic size and the size of most peoples TV screens.

For the video game I will use the storyboard with four frames per page on 3 pages A3 size, so I can include more detail, such as props, iconography, the set, character movement, costumes etc. My storyboard will require an equal amount of detail, the characters cannot be imagined or captured until drawn by the illustrator or animated. Therefore by having a detailed diagrams makes it easier to visualise and communicate the idea to other members of the team. This will allow the production team to have a more accurate representation of the initial idea.

Furthermore, with the video game production I plan to tell the story visually, with very little reliance on the dialogue. This means that the production will reach its visual potential and in result will have a stronger impact on the audience. I will refer to certain parts of the dialogue, for example sound effect in information boxes below the frames. I want to use a diverse range of shots and tell the story through composition and framing to achieve an aesthetic, cinematic feel. In the video game production I used a few different shots throughout. For example I used an establishing shot on the 6th pane of the house that the man is going to break into. I also used a POV shot on the first pane when the man is being let out of prison. When I develop this story further in my final storyboard, I will possibly use a low angle shot from under the bed pointing at the mans shoes as he walks up to the bed to kill the man that got him in prison.

In my video game I will put relevant stage directions, camera movements, editing and transitions in the information boxes below but I will also draw arrows and add some typography in the illustration boxes to explain the stage directions, camera movement, editing and transitions as well. I will display the lighting and sound in the information boxes as its harder to illustrate these features.

In the Video game most of the transitions will be quick cuts, however I will be using some cross dissolves. For example when the man gets on his motorbike and then another shot of him driving on the bike. Between these two shots it would be nice to have a smooth cross dissolve. In addition, I would like to implement some blur transitions when the lighting has become dark in the house he has broken into as I want this part of the action sequence to be intense. The blur transition will link well with the tension as it adds confusion as you can only just make out what is going to happen.

For the characters and location in the video game I want the character to be portrayed as someone that is very anonymous. To do this I will not have the character say anything throughout so that it hides his identity. In the storyboard I produced, in the pane 5 I have illustrated the man looking back at the camera on the streets as if he is doing something dangerous and is nervous about what he is going to do. I want the character to look slightly sinister for what he is doing so by illustrating the movement of the character in this fashion tells the audience that he is about to do something bad. So for my final storyboard I will use illustrator software and after I have printed out my panes I will use watercolours on top. Using water colours will allow me to express the colours of the location more vividly than just using simple colouring pencils as I can fade colours together more easily.

I got some feedback from my teachers, who said my rough storyboards have an excellent level of detail. They could really imagine what the video game would turn out like. One of my peers said that my storyboards fit their purpose and are easy to use and understand.